

RIFLES IN THE ARDENNES | EXAMPLE OF PLAY

Version 1.1

In this Example of Play I will play Mission 1 with the German forces.

MISSION SETUP (MS)

MS.1

Event Markers Setup

Event Markers (EM) #1..#8 are randomly placed one marker per stripe, discarding the two unused EM.

(unless specified otherwise on the Mission Sheet, discard EM not placed on the map without looking at them)

MS.2

Terrain Setup

Roll 1d6 for each stripe and determine the terrain type, consulting the TERRAIN TABLE on the Mission Sheet.



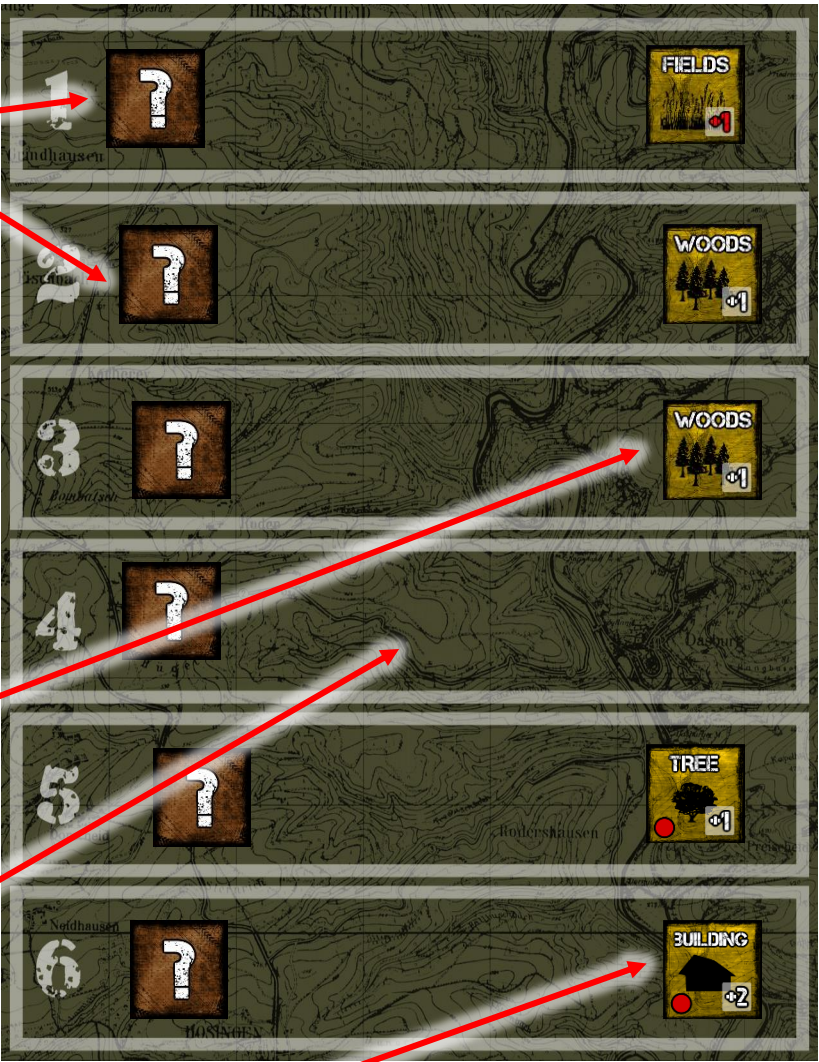
Woods: base terrain
Effect applied to the whole stripe



Open
(no markers)



Building: terrain feature
Specific element of the terrain



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SQUAD SELECTION

MS.3 I select the German Army as my own, and the USA Army as the enemy.
The German Army allows 10 Army Points to create your squad: I will use the historical squad proposed in the rules comprising two groups: one with the Leader and the LMG and the second one with the Rifles.
One Army Point is used to provide 5 Grenades to the squad, again following the proposed distribution.

1

Group #1

A

SMG

MP40

J

LMG

MG-34

D

RIFLE

Kar98

2xGrenades

2

Group #2

C

SMG

MP40

E

RIFLE

Kar98

F

RIFLE

Kar98

G

RIFLE

Kar98

3xGrenades

9 Army Points: Units
1 Army Point: Grenades (x5)



1

A

SMG

MP40

J

LMG

MG-34

D

RIFLE

Kar98

C

SMG

MP40

E

RIFLE

Kar98

F

RIFLE

Kar98

G

RIFLE

Kar98

2

MS.4 My squad is placed under Stripe #6, ready to start the mission.
Remember: this special entry area is adjacent to Stripe #6 for movement purposes, but you cannot fire nor you can be attacked while in this entry area.

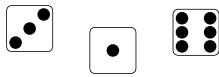
Game Turn is placed on the space “10” since Mission 1 has 10 turns

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TURN 1

1.1 Group Creation: nothing to do, my squad is already deployed in two groups.

Friendly Units Activation: finally into action! I roll three Action Dice (AD) and get 3, 1 and 6



The AD with a result of 1 is discarded

The AD with a 3 provides one Action Point (AP)

The AD with a 6 provides one Bonus Action Point (BAP)



1.2 Tactical Analysis: with one AP and one BAP I could activate both Groups: as soon as I move into Stripe #6 I will reveal the EM located there, which potentially could trigger the placement of enemy forces on the map.

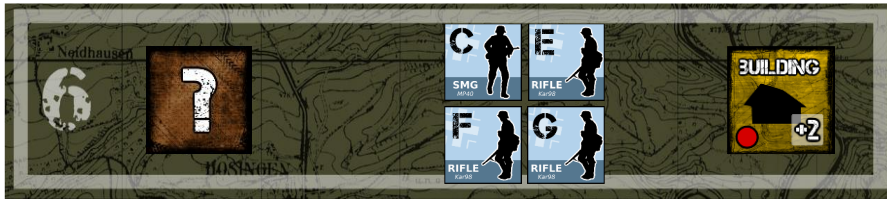
I decide to use the BAP to move the Rifle Group (#2) on Stripe #6, gaining one Recon Point (RP) thanks to the BAP. If the EM triggers the placement of enemy forces I will use the remaining AP to move Group #2 inside the building. This of course means Group #2 won't attack this turn (no more AP), but I prefer to have my men in protective terrain rather than attacking and living them in Open terrain. (Group #1 cannot fire to stripe #6 since is still on the special entry area).

If no Enemy is placed on the map, I'll decide whether to advance Group #1 into Stripe #6 or move Group #2 inside the building.

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TURN 1

- 1.3** Group #2 enters Stripe #6 as planned using the BAP, and I gain one RP: I keep track of the available RP with a Green dice.



Group #2 is currently on Open since Stripe #6 has not a Base Terrain.

- 1.4** **Event Marker**
I now reveal the EM located on Stripe #6:



EM is "2": I lookup up in the EVENT TABLE in the Mission Sheet and I find that this corresponds to "Nothing".

Tactical Analysis: I now see have two options:

- Advance Group #1 into Stripe 6. This will allow me to use both Groups to fire in the next turn, but I will find myself with both Groups in Open. There are no enemies at the moment on the map but the Enemy Presence Check (see ENEMY PRESENCE TABLE in the Mission Sheet) has a 15% chance to place an enemy patrol.
- Move Group #2 into the building to provide cover in case of enemy entry (a Group can spend more than one AP to move during a turn)

I decide to take some risk and I move Group #1 into Stripe #6.

- 1.5** **Enemy Presence Check**
I roll 1d6 and I get a 5: luckily no enemy enters the map this turn.

- 1.6** **Enemy Forces Activation**
Phase skipped since there are no enemies on the map.

- 1.7** **Game turn**
The game turn marker is moved down one space on the Turn Track (now on space "9")

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TURN 2

2.1 Group Creation: no changes in the squad organization

Friendly Units Activation: I roll three AD and get 4, 5 and 2



The AD with a result of 2 is discarded
The AD with a 4 and 5 provide two APs



2.2 Tactical Analysis. With two APs I will repeat the maneuver of the previous turn: advance Group #2 scouting into Stripe #5 and then reacting to the EM result. This time either Group could potentially fire against an enemy unit.

2.3 One AP is spent to move Group #2 into Stripe #5

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TURN 2

2.4 Event Marker

I now reveal the EM located on Stripe #5:

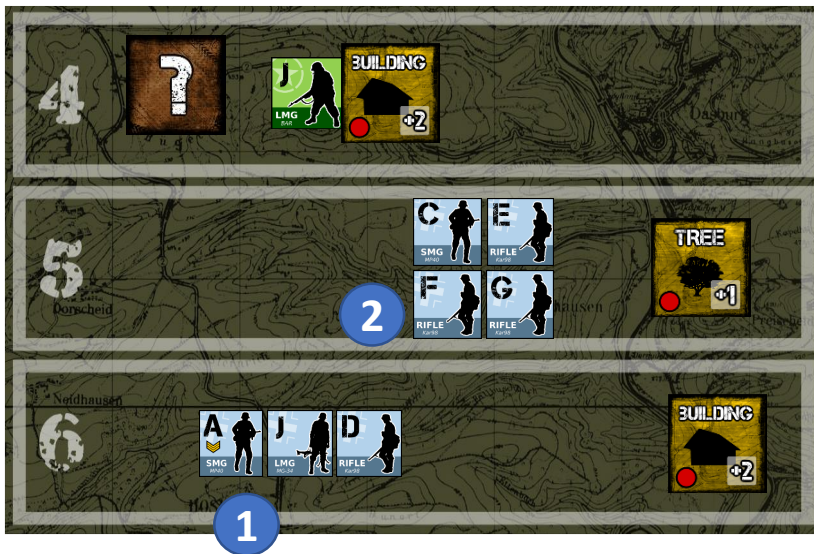


The EM is “5”: I look up in the Event Table on the Mission Sheet and I find that this corresponds to “Enemy: LMG on a Building in the previous Stripe”.

“Previous Stripe” refers to “the numerically precedent stripe”: since we’re dealing with the EM in Stripe 5 this means Stripe 4.

There are no Buildings in Stripe 4 so I now place a Building in Stripe #4 and the LMG in it: in the US Army list I find LMG refers to the BAR

The map now looks as follows:



2.5 Tactical Analysis: I have just one AP to spend and both my groups are in the Open, with a LMG well-protected in a Building within range of both Groups. Not a very good situation. I can see a few options:

- Protect Group #2 by moving it into the Tree feature
- Protect Group #1 by moving it into the Building feature
- Fire at the enemy unit to try to suppress it.

2.6 Group #1, with both the LMG and the Leader, is too important to risk it so I spend the second AP to move Group #1 into the building



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TURN 2

2.7 Enemy Presence Check

Only one enemy Unit is on the Map so I need to check for the entry of enemy reinforcements: I roll 1d6 and get a 3, no effect.

2.8 Enemy Activation

The first step is to determine the enemy order: I roll 1d6 for the LMG and I get a 2. Consulting the ENEMY ACTIVATION TABLE in the Mission Sheet I find that the order is "If there's a target Group is in range, Attack nearest Target Group". The LMG attacks Group #2



The BAR has 1 CF and an Area(2) attribute, so it will attack two units in Group #2.

Target Selection

In order to identify the targets I then roll 2 addition d6 and consult the TARGET TABLE in the Mission Sheet: results are 2 and 3, so the LMG will attach the two units with the lower TN (the easiest targets). Since the four units in Group #2 have the same TN (6) I can pick the two units affected by the attack and I select unit C and E.

Attack Resolution

I roll 2d6 for the LMG attack and I get a 2 and a 6: adding the +1 of Combat Factor (CF) of the LMG those results translate to $2+1=3$ and $6+1=7$. The "3" result misses unit C (since $3 < 6$, the Target Number TN of Unit C) while the other results causes an Hit. Unit E gets a "Suppressed" marker.

(note: I could have used my Recon Point to force a reroll of the "6" result, but I prefer to keep it for a later use)

2.9 Game Turn.

The game turn marker is moved down one space on the Turn Track (now on space "8")

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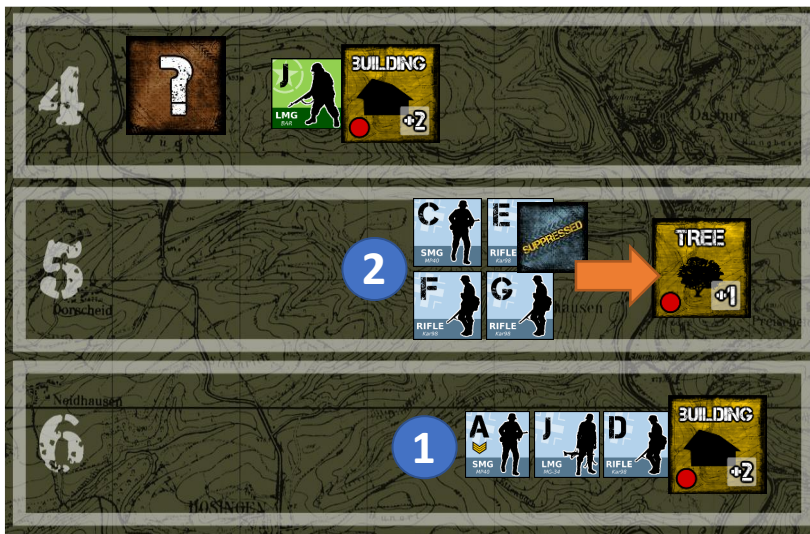
TURN 3

3.1 Group Creation: no changes in the squad organization.

Friendly Units Activation: I roll three AD and get 5, 5 and 3, good rolls!



The AD of two 5s and a 3 provide a total of three AP

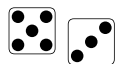


3.2 Tactical Analysis. With three APs I can now try to protect my units and place some pressure on the LMG. Group #2 has limited capabilities to attack: the SMG has range 0 and cannot be used, and the Rifles with a CF of 1 cannot harm the LMG that has a total TN of 8 (6 base plus 2 for the Building terrain feature).

3.3 The first AP is spent to protect Group #2, moving it into the Trees.



With the second and third AP I select the “Flanking Fire” action for my LMG, supported by the Leader: the LMG has 2 CF and the Leader provides an additional +1 (the Area effect of the LMG is here lost since there is only one target). Spending 2AP for Flanking Fire provides an additional +1 CF.



The target LMG in the Building has a TN of 6 (base value) +2 (Terrain feature) for a total of 8.

I roll 1d6 and get a 4: a good result since with a modifier of +4 modifier (LMG CF, Leader and Flanking Fire) makes it an 8, enough to place a Suppressed marker on the enemy LMG.

TURN 3

3.4 Enemy Presence Check

One enemy unit is on the Map so I need to check for the entry of enemy reinforcements: I roll a d6 and get a 2, no effect.

3.5 Enemy Activation

The first step is to determine the enemy order: I roll 1d6 for the LMG and I get a 3. Consulting the ENEMY ACTIVATION TABLE on the Mission Sheet I find that the order is again “If there’s a target Group is in range, Attack nearest Target Group”; the LMG attacks Group #2

The US BAR has 1 CF and an Area(2) attribute, so it will attack two units in Group #2.

Target Selection

In order to identify the targets I then roll 2d6 and consult the TARGET TABLE on the Mission Sheet: results are 1 and 3, so the LMG will attack the two units with the lower TN (the easiest targets). Since the four units in Group #2 have the same TN (7, including the Terrain Feature bonus) I can pick the two units affected by the attack and I select unit C and G.

Attack Resolution

I roll 2d6 for the LMG attack and I got a 3 and a 5. Adding the +1 LMG CF those results translate to $3+1=4$ and $5+1=6$. Both results miss my soldiers.

Acknowledgements

Many thanks to Stephen Fliss for his editing support, really needed!